WHMHA Birthplace of Hockey

Tournament Rules

Roster and Affiliation:
Standard HNS regulations and rules around Affiliation apply.

Affiliate players may only be used to replace a player who is sick, injured, suspended, or otherwise unavailable. Affiliates cannot be used to increase a team's roster size beyond its regular-season roster.

Affiliate players must be selected from a lower division/category, as follows:

- **U18C:** Must affiliate from U15C.
- **U15C:** Must affiliate from U13C.
- **U13C:** Must affiliate from U11C.
- **U11C:** Teams must contact the tournament organizers to discuss any requests to use affiliate players.

Organizations with more than one C-level team may affiliate players from another C team within their own association.

Change Room Supervision/Condition
Teams are required to maintain 2-deep coverage in their change rooms while players are present, including both gender-specific change rooms, where applicable.

While rink staff will be conducting regular cleaning throughout the tournament, all teams, coaches, and managers are expected to help ensure change rooms are left clean, tidy, and in good condition following each use.

Game Format:
All games will consist of 3 x 12 minute stop time periods.

All divisions will have ice floods between games.

Teams are expected to be ready to go on the ice up to 20 minutes prior to their scheduled ice time.

Teams will get a three (3) minute warm-up before each game.

Teams are permitted one (1) 30 second time-out within the game.

If there is a goal differential of six (6) or more goals after the 2nd period or at any point in the 3rd period, the clock will transition to run-time for the 3rd period. It will remain as run-time for the remainder of the game even if the goal differential becomes less than five points.

Penalties that would normally be 2 minutes during stop-time will be assessed as 3 minutes if they occur during run-time.

For semi-final games, a tie after regulation time will result in a three (3) player shootout. The team who scored first in the game will choose who shoots first for the shootout (or in the case of a 0-0 tie the team occupying the home bench will shoot first). If still tied at the end of the shootout, teams will go shot for shot in a sudden death shootout. No player can shoot a second time until all players have shot once. No player in the penalty box at the end of regulation time can participate in the shootout.

For the finals, a tie at the end of regulation time will result in a 5-minute, run-time, sudden death overtime period in a 4 vs. 4 format. Any penalty(ies) on the clock at the end of regulation time will continue into the overtime period (with the non-offending team having a 4:3 advantage for the duration of the penalty(ies). If the finals are still tied after the overtime period, it will transition to a shootout with the same rules noted above.

After each game, teams will line up on their respective blue lines for MVP awards. The coach of each team will select 1 player from their own team to receive the award after completion of the game.

Medals will be given only in the finals for each division.

Suspensions during the tournament will be based on the Hockey Nova Scotia Minor Council guidelines. These guidelines will be applied to all teams from all branches.

Failure to ice a team for any scheduled game will result in a default by the score of 5-0.

The coach and manager of each team will be held responsible for the behavior of their players and staff, including damage to property.

Abuse of officials will not be tolerated and non-compliance will result in removal of the offending individual from the tournament and arena for the remainder of the tournament.

Coaches will be responsible for selecting a player of the game from their own team after each game.

Tournament staff reserve the right to make changes to regulations/schedule, if necessary.

Round Robin Scoring and Tie-Breakers

The tournament is organized in a modified round-robin format with 2 groups in each age division. The results of the round-robin tournament will be determined as follows:

- Wins are worth 2 points;
- Ties are worth 1 point;
- Losses are worth 0 points.

In the event of a tie in total points after the round robin, the placement will be determined based on the following order until all ties are resolved IAW Hockey Nova Scotia Regulations:

Two teams tied:

1. If two teams are tied in points, the winner of the game between them is awarded the higher standing.
2. If two teams are tied in points and the game between the two ended in a tie, or the two teams have not played each other during the round robin portion of the tournament, the higher standing

will be based on the highest ratio of (goals scored by the team) / (goals scored by the team + goals scored against the team) for all round robin games;
3. If the two teams are still tied, the higher standing will be awarded to the team accumulating the fewest penalty minutes in the round robin portion of the tournament.
4. If the two teams are still tied, the higher standing will be determined by a coin toss.

Three or more teams tied:

1. If three or more teams are tied in points, the higher standing will be determined based on the highest ratio of (goals scored by the team) / (goals scored by the team + goals scored against the team) for all round robin games. The team with the higher ratio will be awarded the higher standing. The second highest team gets second place, etc.
2. If the teams are still tied, the higher standing will be awarded to the team accumulating the fewest penalty minutes in the round robin portion of the tournament.
3. If at any time when breaking a tie with three or more teams two teams remain tied, the above tie breaking rules for two teams will be followed.

Locations:
Windsor (West Hants Sports Complex) 16 Centennial Dr, Windsor, NS B0N 2T0
Newport (Newport & District Rink): 1221 NS-215, Newport, NS B0N 2A0